

ponder

Jens Tröger

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COLLABORATORS

	<i>TITLE :</i> ponder		
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REVISION HISTORY

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Chapter 1

ponder

1.1 Something I want to say ;)

```
                This world is crying to be free
This world is dying can't you see
We need a turn to do it right
We need a mind-revolution
To get away from this selfishness
Stop playing blind - break free
```

© 1991 by Helloween,
taken from the genius song "Your turn"

Go on

1.2 And go....

Ponder v1.1e

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Ponder is a little
game
for workbench. I tried to make it fontsensitive and
I think it is. Ponder was written in Assembler and that means it is very
short and fast. I hope this. I kept care for the Amiga-Style-Guides and I

never had any problem with Ponder.

Ponder is

Cardware

.

And now select !!

About

about Ponder and greez and so

Game principle

the principle of playing/Notes

Install

where to put in and what it requires

Usage

how to use Ponder

History

revision history of Ponder

Known bugs

bugs I cannot fix :(

If you'll put Ponder to a PD-Disk so you have to use the whole package and you must contact me and send me this disk. The actual Ponder-package owns (actual version 1.1d):

- Ponder
- Ponder.info
- Ponder_D.guide
- Ponder_D.guide.info
- Ponder_E.guide
- Ponder_E.guide.info
- catalogs/deutsch/ponder.catalog
- catalogs/ponder.ct
- catalogs/ponder.cd

NOTE: Ponder is NOT my own idea, I know of "Aniso" and this is copyright © 1992 by Barry McConnel. I could not ask him but I hope he likes Ponder.

...and now have fun with Ponder !!

1.3 What a game is...

You don't know what a game is ?! So meet your next PC-Distributer and he can tell you!

1.4 Cardware

Cardware is the same as Freeware (see below) but now I please you ↔
to send
me a postcard of you hometown (cause I like to get postcards and I`m
collecting stamps ;)

Freeware is a part of Public-Domain-Software, that is freely distributable,
but still copyright by the author. That means, you can copy Ponder as long
as you want but you MUST NOT change it anyway. I want to please you to keep
this guide and the

game
together if you copy Ponder. So the others will
know,
how to play
Ponder. Thanx !

1.5 How to play Ponder

The sense is: rebuilt the left field using the right one. But it`s ↔
not as
simple as it seems: you can click every button only once a time. If this
button has a neighbour, this neighbour will be changed. The way of this
change you can define using the game-menu. Klick
here
to get more about this.

Well, thats all. But try it so you will love it... ;)

1.6 About Ponder

Ponder is copyright (c) 1995-1996 by Jens Tröger
All rights are reserved.

Ponder is
Cardware
.

Usage is YOUR OWN RISK.
The author takes NO responsibility for crashes.

Ponder requieres AmigaOS version 2.0 or better.

If you find bugs or you have any suggestions or (hope so) gifts, send it to
the address below.

Greez fly to the following guys:
Knuddel ;)
"PackMAN" Falk Zühlsdorff (re)
"Zet" Mathias Zinke (Ooooooomph ;)

Marcus Wendler (C U)
Jana Tröger (my sweet sister :)
Rübezahl & Co (fuck PC !)
LazyJoe, ZZA (thanx for help anyway!)

Ponder was written in Assembler. If you have questions or you want the source or you want simply contact me, write to this address:

Post: Jens Tröger
Hochschulstrasse 48 11-4
01069 Dresden
GERMANY

(please insert reply card/reply-paid envelope or stamps
if an answer is wanted)

E-Mail: jtl18@irz.inf.tu-dresden.de
troeger@rmhs2.urz.tu-dresden.de

WWW: <http://www.inf.tu-dresden.de/~jtl18/>

IRC: NICK: savage
CHANNEL: look for me at #amigager

NOTE: the statement down in the About-requester was taken from the song "Your turn" by Helloween. Listen to their music (better their older lp's) and keep care for their texts! And if you like good witty music listen to "Instant clarity" by Michael Kiske (Ex-Helloween) - this is a really genius CD.

Against Techno and this other shit!!

"Make a step on your stairway, one step closer to what you live for"
"Across the universe you smell the smell of lies"
"When the sinner searches sin it's all of us, when we finally search inside
it's under us."

Helloween

"I get ill when I see what people do for cash
How little love means and everyday it means less
Headline-lies to feed the hunger for hate
Can anybody tell me that it's not too late?"

Michael Kiske

1.7 Installation of Ponder

You can copy Ponder where you want to - it does not require any external resources or files. But if you have installed the locale library you may copy the catalog files (your preferred language) to their default directories.

If possible please put asl.library and icon.library (both are AmigaOS

system-files) to your LIBS: directory.

1.8 How to use Ponder

The menus

Project

About opens a simple requester
 Font... lets you select a font for the playfields, not the state-line
 Quit you will leave the game (or press the CloseGadget)

Game

Width sets the width of the playfield
 Height see Width
 UnDo
 Off switch off the UnDo gadget
 Last enable UnDo, but only the last click
 All so you can UnDo all the steps you made
 Step
 1/2/3 if you click a button and this button has already set neighbours these will be decremented (or incremented... see below) by this value
 Limit
 4 set the upper limit of the counts; if you set step '1' and Limit to '4' a button will count 1-2-3-4-1 (as you may know of the older versions of Ponder); step '2' and limit '5' will cause this: 1-3-5-2-4; step '3' and limit '5' this way: 1-4-2-5-3; if you cross the limit with e.g. 2 this remainder will be the new button value
 Reverse usual Ponder will add the step-value starting with '1'; if you switch on Reverse Ponder will subtract the step-value beginning with the limit
 Cycle (this is for the Freaks of you) switch this on and Ponder does not count the Step value but it "cycles" through its values, so with the next click the count-value is decremented by 1; is the value greater then 3 it will be reset to 1; with the first click the value is what you set in Step (maybe set Step to '2' will start counting with 2 (has no effect with the first click) and next click 3 - next 1 - next 2 - etc.....)
 Allaround normally only left/right/upper/lower neighbour of a clicked button will be count --- here you say that these AND upper-left, upper-right should be count
 Time -
 Retry you can retry ;)
 New shuffles a new source field

Gadgets

With version 1.1 you are able to undo the last click(s). For this use the UnDo gadget placed in windows top border, left of windows zoom gadget.

And the playfield gadgets: left the source field and right the field where you must rebuild the left source field.

Tooltypes:

FONT specify the playfield font
SIZE specify the fonts size

You don't need to set both, if you use only one or none of them Ponder uses for the other one the screenfont-name or -size or both!

WWIDTH set the `_INNER_` width of the Ponderwindow
WHEIGHT set the `_INNER_` height of the Ponderwindow

These values are used for windows minimum dimensions too!

GWIDTH width of playfield (1-10 allowed!!)
GHEIGHT height of the playfield (1-10 allowed!!)

Additional

Use the SizeGadget to size the window. Now it's special that Ponder tries to open a bigger playfield-font and scales this font to the optimale size!

If you want Ponder a new language, translate the ponder.ct file (placed in the locale dir of the ponder archive) into this language and "compile" it with maybe MakeCat by PALADIN SOFTWARE. If you have created a new catalog I want to please you to send this catalog to me so I can put it into the Ponder package and release it.

As you may have noticed there are some disabled items in the game-menu. So look out for later versions...

1.9 Revision history

- v1.0 all works but trouble with gadget texts
 - v1.0a new gadget creation routine, wbstartup added
 - v1.0b modified rnd seed and source shuffle, bug in gadget creation removed, added error message handling
 - v1.0c Backfill-Pattern-Bug removed, system check (OS 2.0) added, tooltypes added, playfield-font size-adaption added, userfont selection added (special thanx for suggestions to Scott), much optimized
 - v1.0d Codeoptimisations, closing Window a little better (there was an Enforcer-Hit ??????)
 - v1.0e Enforcer-Hit found and removed.
 - v1.1 added mode 'Reverse' and Undo gadget
 - v1.1a internal changed...
 - v1.1b changed menus for later version; UnDo modified; Step and Limit items added; more optimized
-

- v1.1c unlimited UnDo and mode "Cycle" added
- v1.1d mode 'Allaround' added; optimized
- v1.1e multiselect-menu now works (thanx Uwe); some misbehaviour of menu removed; no more reopens same width/height window

1.10 Know bugs

Here I listed errors caused by Ponder but which I cannot fix. If there is someone who knows about them - please let me know this.

- runnig Ponder from DOpus will cause the Guru 0x87000004 (Unexpected packed received) [cause of the new 68060.library ???]

MCP Note

Since Ponder uses a little hack to set its button texts (under Kick 36/37 it is impossible to 'legal' modify the text of a button), the Gadtools-Patch of MCP does not work.

Set the Ponder windowname in the button patch of MCPPrefs and now all worx.
